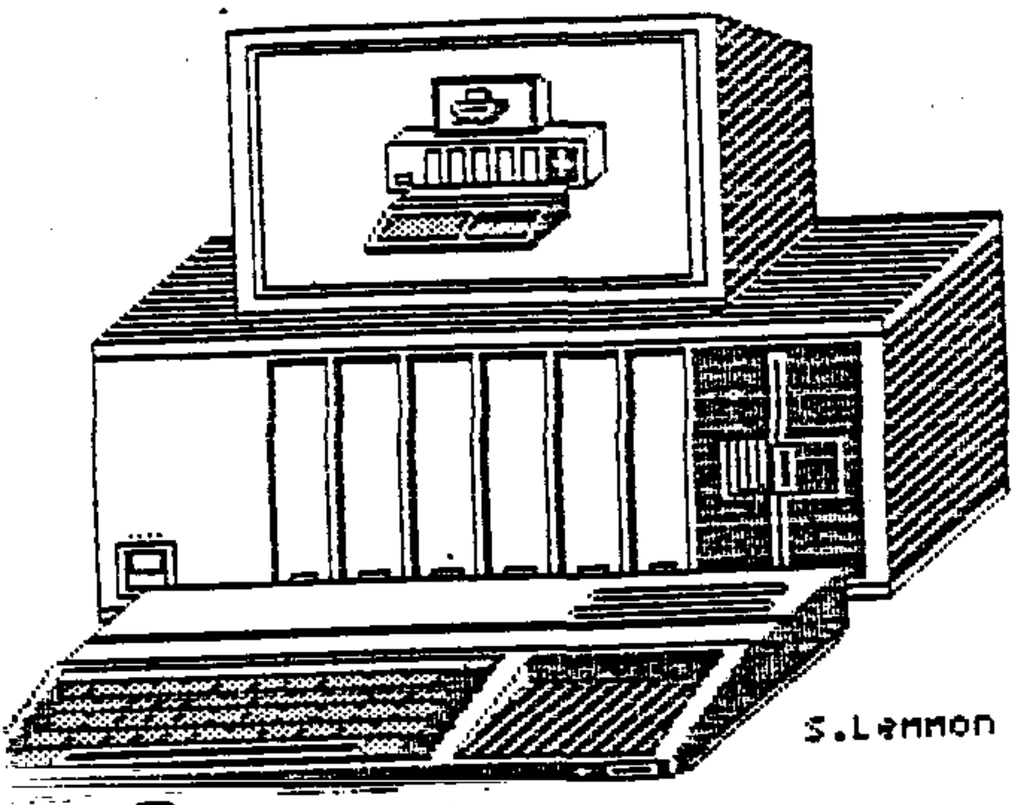

Topics

LA 99er COMPUTER GROUP Newsletter

VOL.6 NO.10 LOS ANGELES, CA OCT.1987

T n T

CATHARSIS, of sorts

Been a few things running through my mind of late, some quite good, and some unfortunately awful. Positives first. Our fellow group S.N.U.G. is doing a fantastic job in organizing the 1988 FEST-WEST TI-EXPO. They are a small group and the effort is rather trying on the budget. For those of us planning to attend, User Groups and Vendors, it would be end result positive for advance booth rental. This will give S.N.U.G. some needed cash on hand for mailings and publicity, which will benefit all of us. Triton has very generously agreed to include a notice in every package sent out by them, Tenex unfortunately did not understand what S.N.U.G. was asking of them. Perhaps someone can pass the mesage on to Roger Dooley. I know he supports such endeavors. Contact S.N.U.G. at P.O.Box 26301, Las Vegas, NV 89126. Phone 702-647-1062 or 702-878-3167. LA 99ers certainly appreciated the donations received from other clubs in support of FEST-WEST.

PROFILES, this will be a new feature of Topics. We luckily have met some of the undersung heroes in our community. We plan to profile one in each issue. It was our intent to start this off with Bill Knecht, unfortunately the promised material did not arive prior to press time, so hopefully it will be in our next issue. Enjoy our first Profile, it is a person who has become a deep personal friend of many of us, Barry Traver.

About a couple of missing contributors this month, BAT is still batting around in the Belfry, and Mike Dodd, well look who's recognized his unique and deep talent. Read him in MicroPendium. Mike will be back here time permitting.

Speaking of MicroPendium, if our meeting attending members have wondered why we do not carry this publication at our meetings, we tried (bulk purchase is available) - the answer was "A local retailer had exclusive rights." Well, for a state the size of Texas, perhaps distance is not a factor, but one-way Torrance to Northrdige is 50 miles, a bit far for a publication. No impulse buying of this item at our meetings, but then we don't take out paid ads, so perhaps only money talks. C'est la vie.

CAVEAT EMPTOR

Innovative Programming has been papering the area with NSF (no money) or unsigned checks. Be careful where you order from and make sure the product is really on hand for shipping. This state at least has a law governing mail order transactions. Sizeable ads for merchandise and stiffing both your distributor and manufacturer is not exactly the way to conduct business. Research the company you do business with. There are too many good, honest small business persons supporting the /4A community. Check with your User Group, ask questions on BBS. An International member of ours had his money in a dealer's hand for 3/4 year waiting for a PAL version of the 9640. The US model finally shipped is not making it. Disgusting! Size (large or small) does not make integrity. We have gonifs in both categories.

THE BRAIN

We recently read a glowing review of this program... We were going to reprint George Steffens' extremely critical review of this program, but felt in view of fairness, we should attempt to find out if this is a revised version. If it is indeed a later version, then perhaps they made use of the many suggestions George made directly to them to vastly improve the program. If not, then in our opinion, as previously stated, the money spent on a hand held scientific calculator makes more sense and cost less even at the new lower program price.

RAVE KEYBOARD, MEETING DATE CHANGE

The drawing for this will be at our October meeting and the winner will be announced there. Next month's Newsletter will once again contain a form for the next drawing. What will it be????? By the way, the November meeting date is THURSDAY NOVEMBER 19, our yearly switch due to Thanksgiving. While we are at it the DECEMBER meeting is as usual the 4th Wednesday, Dec. 23. There are 5 Wednesdays in December. We will once again have our Christmas donation of canned or boxed food for the needy, and this year I personally request any monies (out of state members have sent check donations. Peter Gleed of Australia has already sent his) be donated to ARDA, Alzheimers and Related Diseases. My 87 year old Father is now suffering memory impairment due to multiple strokes, and believe me full time caregivers (my 87 year old mother) and part timecaregivers (me) need the work ARDA is doing to hopefully pave the way for recognition of these debilitating (for all involved) diseass. Thanks, (TAM).

Note to Richard Hurlbut, of Omaha TI User Group. The Real Estate/Tax Planning program you ask about is written by our member Kent Thomson, he can be reached at 409 Elberon #2, San Pedro, CA 90731. The program is well worth the reasonable cost, contact Kent, he will appreciate it.

SAD NOTE,

Unfortunately we recently, on Sep. 10th lost a young dedicated 99/4Aer, Joseph McMahan. Joe, a very good friend died suddenly, quickly, and most unexpectedly. He leaves his wife Sherry and two daughters, one who just began her freshman year at her father's Alma Mater. Joe was the type of person who gave everything he had to all he touched. He was a loyal family man, a former president of the Decatur IL user group, a member of both the St. Louis and the LA 99er groups, and a /4A loyalist. For those wishing to send a card, the address is 8419 Bridge Spur Dr., Hazelwood, MO 63042. RIP Joe, we will miss you.

REMIND ME! - A REVIEW

by Tom Freeman

I recently received a copy of a new program called REMIND ME! by John Johnson, released by Genial Computerware. It is a very simple and very elegant program that should receive wide use. It is essentially a monthly calendar in which you can enter reminders of events to take place on any given day (or projects due, or whatever you wish).

The program initially presents you with a very nice graphic calendar for a month. You are asked to input the month and year (they default to the present if there is a clock attached to your computer such as the 9640 clock or the CorComp clock) and at that point an attempt is made to load a file from the disk you choose, if such a file exists for that month. The calendar depicted on the screen will be exactly right for that particular month, even February in leap years. I tried to fool it since, as some of you may know, February does not have 29 days in the century years, but it not only knew that, but also that in the millenium years (e.g. 2000) February DOES have 29 days! In any case any data you saved for the month you chose will be entered into memory. You may now enter data into any day of the month that you choose by using the arrow keys to move the cursor to that day and then pressing enter. There is room for 12 lines of about 39 characters, so there is plenty of room. There is also a "scratch pad" to keep data that is not date specific. Editing is done as in TI-Writer in fixed mode. A nice addition is that FCTN 5 will pick up a copy of a line and hold it until the next time FCTN 5 is pressed. FCTN 6 will drop it anywhere, including another day, so the same data can be easily entered many times.

The program is otherwise menu driven, with the key presses listed at the bottom of the screen. F(ind) will allow you to search for a string anywhere in the data, and a check mark will be placed in the date box for each date where it is found (e.g. you could use it to find all "concerts" in the month). These check marks remain through additional searches, and are cleared by E(rase). You can also L(oad) a new month, or S(ave) the present one. C(onfigure) allows you to set the device name and codes for your printer, while P(rint) will print out all or part of a month for you (all the blank lines are printed, and since there are 12 for each day, even in two columns an entire month takes 4 pages. You can also print the information for any day separately by pressing CTRL P while in the edit mode for that day.

A couple of minor problems, of little actual consequence. First, when the whole month is sent to printer, for some reason the scratch pad is not included. Second, when you load a new month all the data for the individual days of the month currently in memory are erased, but the scratch pad data is MERGEd in. This can be useful, but also annoying, especially if a new line is shorter than the corresponding line already there, because the end of the line is not erased!

REMIND ME! is available as an XB program (actually all hidden assembly language) and as a direct EA5 type program. There is also a version for SUPER-CART. It is available directly from Genial Computerware, Box 183, Grafton, MA 01519 for $15.00 (plus P&H I imagine) or from the LA 99ers through our MARKETPLACE at a discount. I think that $15.00 is a bit pricey for this program, but it IS a good one. I hope you enjoy it.

WHEN IT IS TIME TO ASSEMBLE

by Alan Whiteman, LA 99ers

You might think that I am referring to religious services or political rallies. In this case I was really thinking about Assembly Language programming. Not that I am especially experienced with assembly language and I don't presume to write on the subject with any great authority. Nevertheless, I have ventured into this deep end of the programming pool on a few occasions when the speed, or should I say lack of speed, in my XBASIC programs became agonizingly slow.

BASIC programs in general and the TI in particular are not known for their execution speed (understatement you say!), but one of the virtues of XBASIC is that you can access routines written in assembly just as easily as any other subroutine. Well almost. Using CALL LOAD an assembly routine can be loaded by a XBASIC program and CALL LINK accesses this routine while allowing you to pass arguments back and forth between XBASIC and Assembly just like any standard subroutine.

You don't have to create whole programs in assembly, just short routines to get speed where it is really needed.

You don't have to understand the complexities of handling disk access in assembly - there are easier things to do that can be very effective.

Actually, you don't have to write any assembly language at all since you can incorporate exisiting "standard" or "library" routines into your XBASIC programs to handle selected tasks.

However, you will experience a considerable sense of accomplishment doing something yourself - anything. Even if not optimum coding, any assembly language routine that actually does the job can produce startling results when compared with the XBASIC version you replace and thereby prove most rewarding. Once, when I was camping with my Boy Scout troop, I was told that hot dogs still taste good if you have burned them yourself. I think that assembly language programming must be like that.

Enough preaching lest you begin to fear that the first thoughts above are valid after all.

I have been working on an XBASIC program that involved taking a string of about 150 characters - a well known quotation, usually - and creating from this a "template" string of the same form with all letters A-Z "blanked" out by the underscore character but with spaces and punctuation preserved. Then both the original and template strings are to be displayed on the screen in multiple rows so as to not split any words. A poor man's version of the Word Wrap in TI Writer.

In XBASIC I had originally done this using SEG$ in a loop to look at each character in the string, testing to see if each was a letter A-Z and replacing these with "_" (ASC 95). Using HCHAR the characters in both strings were written to the screen, all the while checking the position of the spaces (ASC 32) and the column position on the screen to know when to shift to the next row.

Although it worked, this took all of 28 seconds to grind through the logic and loops 150 times and looked painfully like a computer lockup. Clearly a job for the Clark Kent of languages - assembly.

Below is the source code to do the string manipulation I needed in assembly. It runs in about 250 milliseconds. Using EXPLORER to debug the program (there are usually one or two the first time) I found it takes about 28,000 instructions to go through this little routine. 28,000 instructions in 250 milliseconds is enough to give me new respect for my oft maligned TI.

I have tried to Comment the source code sufficiently to follow the logic used. The XBASIC shown is just a short test program to set up a string, pass this string to the assembly via CALL LINK together with the desired line length for display - normally this would be 28 characters on the TI screen but using the variable LINE allowed for some more general testing of the algorithm. For my application, I also pass back to XBASIC the substring elements in the arrays A$() and B$(), together with N the number of elements (ROWS) created. These are not being used in the test program, as shown here.

A final note. I also used Tom Freeman's utility to generate the equivalent CALL LOADs from the assembled OBJECT code. But given the hour as I write, this must be another story.

```
**************************************************************
*                                                            *
*Routine to create a template from a string,each letter      *
*A thru Z is replaced with the underscore character "_",     *
*and the string broken into screen width segments of         *
*full words for display.                                     *
*                                                            *
**************************************************************
*
       DEF STRING      Subprogram name called by LINK
*
FAC    EQU >834A
STAT   EQU >837C
GPLWS  EQU >83E0
NUMASG EQU >2008
NUMREF EQU >200C
STRASG EQU >2010
STRREF EQU >2014
VMBW   EQU >2024
*
WSR    BSS >20         Workspace registers
XSTR   BSS >100        Store for X$ input (length 255)
```

```
ASTR   BSS >20          Store for A$ elements      (31)
BSTR   BSS >20          Store for B$ elements      (31)
*
RTN    DATA 0           XBASIC return
MAX    DATA >FF00       Max length byte (255)
UNDER  DATA >5F00       Underscore (ASC 95)
SPACE  DATA >2000       Space character (ASC 32)
ACHAR  DATA >4100       A character (ASC 65)
ZCHAR  DATA >5A00       Z character (ASC 90)
BIAS   DATA >6000       BASIC Bias (>60)
*
STRING MOV ,@RTN     Remember return address
       LWPI WSR         Load workspace
*
       CLR 0            Single parameter
       LI 1,1           First argument (X$)
       LI 2,XSTR        X$ memory address
       MOVB @MAX,@XSTR Load max length byte
       BLWP @STRREF     Read string into X$
       CLR 12
       MOVB @XSTR,12    Save X$ length byte
       SWPB 12          for comparing
*
       LI 1,2           Second argument (LINE)
       BLWP @NUMREF     Get floating point number
       MOV @FAC,13
       MOVB 0,13        Save integer screen width
       INC 13           and add for final space
*
*****************************************************
*                                                   *
* Main loop to substitute the underscore for each letter*
* and create screen width segments.                 *
*                                                   *
*****************************************************
*
       CLR 3            SPACE pointer
       CLR 4            Byte counter for X$
       CLR 6            Temp store for single character
       CLR 14           Array counter
       LI 8,1           Beginning of first segment
       LI 9,1           Flag for last X$ segment
*
LOOP1  INC 14           Next array element
       CLR 5            Byte counter for A$
LOOP2  INC 4
       C 4,12           Exceeds X$ length?
       JGT EXIT1
*
       INC 5
       C 5,13           Exceeds screen width?
       JGT EXIT2
*
       MOVB @XSTR(4),6 Read next X$ string byte
       CB 6,@SPACE
       JNE PASS1        Pass if not a SPACE
       MOV 4,3          Save SPACE pointer
PASS1  MOVB 6,@ASTR(5)  Store byte for A$
       CB 6,@ACHAR
       JLT PASS2        Pass if less than "A"
       CB 6,@ZCHAR
       JGT PASS2        Pass if greater than "Z"
       MOV @UNDER,6     Substitute underscore (ASC 95)
PASS2  MOVB 6,@BSTR(5)  Store byte for B$
       JMP LOOP2
*
EXIT1  CLR 9
       MOV 12,3         Set up byte length for final
       INC 3            string segments
*
EXIT2  MOV 3,7          Get last SPACE pointer, subtract
       S 8,7            for current string length
       MOV 3,8          Save current SPACE pointer
       INC 8
       SWPB 7
*
       MOVB 7,@ASTR     Set length byte for A$ element
       MOVB 7,@BSTR     and B$ element
*
       MOV 14,0         Array element pointer
       LI 1,4           Fourth argument (A$)
       LI 2,ASTR        Load string address
       BLWP @STRASG     Write to calling program
       LI 1,5           Fifth argument (B$)
       LI 2,BSTR
       BLWP @STRASG
*
       CLR 15
       MOVB @ASTR,15
       SWPB 15          Get bytes for A$,B$
OFFSET AB @BIAS,@ASTR(15) Add BASIC Bias to write to
       AB @BIAS,@BSTR(15)                      VDP
       DEC 15
       JNE OFFSET
*
       SLA 0,5          Set VDP buffer for
       AI 0,3           ROW/COL (N+1,1)
       LI 1,ASTR+1      A$ address
       CLR 2
       MOVB @ASTR,2
       SWPB 2           Set byte length to move
       BLWP @VMBW       Write A$ to VDP buffer
       AI 0,>140        ROW/COL (N+11,1)
       LI 1,BSTR+1      B$ address
       BLWP @VMBW       Write B$ to VDP buffer
*
       MOV 3,4
       MOV 9,9          Check EXIT for last segment?
       JNE LOOP1        Return for more
*
       LI 10,14
SWEEP  CLR @FAC(10)     Zero out FAC (Lower 14 bytes)
       DECT 10
       JNE SWEEP
*
       AI 14,>4000      Convert to floating point
       MOV 14,@FAC      Number of string elements
       CLR 0
       LI 1,3           Third argument N, to be used
       BLWP @NUMASG     in XBASIC calling program
*
       CLR @STAT        Clear STATUS to show no errors
       LWPI GPLWS
       MOV @RTN,     Restore address to return to
       RT               XBASIC calling program
*
       END
```

LI TopIcs

by Howie Rosenberg

Last months coincidence was rather amazing. Both my article and A. Whiteman's article both picked on the same problem. Considering the vast number of problems which I have never solved and the few which I have solved this was indeed a remarkable coincidence. It was a fortunate coincidence because it is illustrative of the importance in coming up with the "proper" algorithm prior to generating code. The word proper of course is used with tongue in cheek. there is ALMOST ALWAYS more than one way to do any given job. This holds for writing programs as well as in many other areas of endeavor. Rarely is there one best way. In this case a very talented programmer took the code generated by A. Whitman and was able to speed up performance by a factor of 50 to 18. I would venture to guess that further improvement could be made using the same algorithm. As it turns out the algorithm that I used resulted in code that ran in 6 seconds when 75 elements were used as compared to Toms 18 seconds. Again I am sure that other approaches would yield even faster results. A nice illustration of the importance in the importance of algorithm development in the production of code. The code below is the 52 element version of my shuffle.

```
100 DIM DECK(52)
110 FOR N=1 TO 52::DECK(N)=N::NEXT N
120 ! THE ABOVE SHOULD ONLY BE RUN FOR THE FIRST SHUFFLE
130 ! SUBSEQUENT SHUFFLES USE THE PREVIOUSLY SHUFFLED DECK
140 FOR M=1 TO 52
150 TOP=DECK(M)
160 MIDCARD=INT(52*RND)+1
170 DECK(M)=DECK(MIDCARD)
180 DECK(MIDCARD)=TOP
190 NEXT M
```

As is usually true, simple, while not always best, certainly is in the running!

AN ANALOGY

As a teenager(a few years back), one of my interests was magic. 42nd Street in New York City, was the location of 2 rather famous magic shops, Holdens and Tannens. A visit to either was like a hungry youngster visiting a candy store. The gamut of magical apparatus from simple small gimmicks and devices to large scale stage effects.

Both shops had comprehensive catalogs. Each trick or illusion from the $0.25 sheet of paper describing a simple card sleight to the $1000 stage illusion was described in the catalog from the viewpoint of what the audience was supposed to see as opposed to what the magician was doing. Thus words such as "the card disappears" would be seen rather than "the card is palmed in the right hand and shoved in the pocket while the left hand is wildly waved to distract the audience." Needless to say the "uninitiated" young magician was invariably disappointed when he plunked down hard cash to purchase an effect which, from the description sounded like real magic but when purchased was discovered to be trivial and of little use. The magic stores were the largest proponents of a code of "ethics" which had as its most important rule, "Magicians never divulge their secrets". Of course the magic store could divulge their secrets to anyone who payed up front. As long as the customers observed that simple rule then a steady supply of new customers was available. Since it was secrets which were for sale there was no way to try before you bought! The VERY BIASED catalog description was all that one could go by when ordering by mail. If one visited the shop one of the resident magician proprietors would demonstrate most effects on request. Of course there was no guarantee that you could perform a given effect as well as he did.

In our present software world, we are asked to buy software based on a few words of hype in a magazine or on a review in a magazine which depends on income derived from advertisements from the companies selling the products reviewed. At the same time we are asked to refrain from "passing copies" of commercial software around. The need for secrecy in one case, and the shrink wrapped easily cloned disk in the other case have resulted in the buy before you try system. I do not know what the answer is but the present system is self defeating. Most who have been bitten often enough become "ex customers" and find "alternate methods" of getting software. Fairware or Shareware does not seem to have worked in the TI world although it has done better elsewhere. There are sources of useful software at reasonable prices, there are sources of unbiased reviews(newsletter, BBS) but, the general rule does not favor the customer.

FILL THE BOXES

The psychology of the collector is intriguing. I have one friend whose record and tape collection is so large, he could not play selection in a decade. Still he has several tape systems on timers taping new entries to his collection during all hours of the night. Cataloging his collection is a major effort. Collecting software has become a similar game. We all, to some extent, have done it. One never does know when that latest acquisition will become the very piece of software one needs for a task at hand so all must be collected. A new phenomenon now seems to pervade the atmosphere. There are relatively few commercial programmers developing new software. As of late little in the way of new releases were made. Even in the public domain area less new

material was made available recently. The latter may, in part, be due to the concentration of some of the talented TI folks on Geneve related software, or it may just be a cyclic event. In any case I have heard the lack of new software used as a predictor of the demise of the TI world. How silly! The disappearance of new fuel for the old machine is almost totally irrelevant in its future. If the tons of software we accumulated yesterday was of any value it still is of value today. If TI Writer solved your word processing problems yesterday, than it still is useful today. Those who need new fuel on a continuous basis to stoke the computers furnace must run each new program once as a means of entertainment. If this be the case why not just make videos like Craig Millers excellent tape of Explorer and sell these as entertainment for the computer buff. No need to even power up the old machine. The 99/4A is based on an old technology. There are more powerful machines available today. It still is quite useful for those whose requirements falls within its scope but to say that new software is a measure of its utility tomorrow is silly.

WHEN IS IT TIME TO UPGRADE?

by Ron Albright

There is a great deal of debate these days about which upgrade path users of the 99/4A computer should take. That is, of course, assuming these users have reached a point in their computer needs that upgrading is necessary. I think that is the key point in the whole issue. Have you come to that juncture? If TI Writer is all you need for your word processing, and Multiplan, PRbase (or Total Filer), and Fast-Term fill your spreadsheet, database, and communication requirements, why upgrade? For those whose computer uses are related to home budget, education or learning programming, or short correspondences with friends, the 99/4A can, quite probably, still fill all those functions admirably. For all but those with unlimited resources (i.e. "money to burn"), the argument to change computers for the sake of using the "fastest and the latest" is a fallacious. A home user does not need an 80286 IBM-AT or clone running at 16mHz. Period. Their need for DBase III+ or Lotus 1-2-3 or all the features of Crosstalk XVI is equally questionable. Change for the sake of change is a luxury few of us can indulge in.

But there are times when one does need to upgrade to new technology. For someone who is using the latest spreadsheets or relational databases at work and needs to be able to carry some of that work home, then it may be time to think about buying a new computer. If one undertakes starting a home business and needs software to manage the books, or a complicated mailing list, or extensive graphics needs, there may be software available that might do these jobs better than what is available for the TI 99/4A. For writers who plan the "Great American Novel", a word processor that can handle several hundred pages, or a thesaurus, or a 100,000 word spelling checker, or an outline program, or indexing software may be essential. The point of all this is a simple one. Before you buy anything, assess your needs. Make a list of what software requirements you need. Then, look around for the software to fill those needs. Only at that point should you consider the hardware - a new computer. Find the best software available to fill your requirements, then pick the computer that will run it. Not the other way around.

Let me make one other point here. Look very closely at what is available for the TI before you decide it no longer fills the need. Get a catalog from Triton, Tenex, or Tex- Comp. Read Micropendium (P.O. Box 1343, Round Rock, Texas 78680) or Smart Programmer (Bytemaster Computer Services, 171 Mustang St., Sulphur, LA 70663-6724) and, of course, BBS's, information services such as GEnie or CompuServe, or magazines such as Computer Shopper for advertisements and reviews. Check in with a local user group and find out what they know about software availability. Write JZ and me (and include a self-addressed, stamped envelope) stating your requirements and we will tell you if we know of similar software for the TI. If, after checking all these sources, you are absolutely sure the software is not available for the 99/4A and equally sure that you absolutely need the capability, then (and only then) are you ready to upgrade. The process of making the decision is time-consuming and a lot of work. But that is how it should be.

JOURNEY THROUGH GILLILAND

by Steve Mehr

Lights, camera, action! Well, maybe just speech, XB, diskette! Any way you look at it, it means excitement, and last month's demo was just that, pure excitement! At the last meeting we were entertained by Ken Gilliland, our guest speaker. Ken is a most innovative programmer and has compiled quite a list of accomplishments on his disk jacket.

A few years back, Ken wrote his own BBS program and at the time of its operation, it was probably THE best BBS around. (Let me show you my old phone bills!) Ken's TEII Encoder program was also a valuable tool for the Sysop catering to TEII protocol. Ken's 1986 girlie calendars also were a big hit (especially with me) and was the "secret" reason I wrote PRINTOUT! (grin) His calendars were fine examples of character graphics, light years before RLE hit the TI scene. So what's Ken been up to lately you ask?

Ken has truly broken new ground with his "secret", soon to be published techniques of incorporating speech, music, graphics, and animation together in an Extended BASIC program. His offerings currently include... The Star Trek Album, Richie Wagner's Greatest Hits Volumn 1, The Best of Patsy Cline, South Pacific, The Music Man, and The Wizard of Oz. I hope I didn't forget any. Each collection is a must for everyone and contains unique concepts from sing-a-longs including the old "bouncing ball", to lifelike characters whose lips actually move with the lyrics! Ken is also currently working on 2 or 3 more collections soon to be released! Sam Moore move over, there's a new kid in town. If this keeps up Ken, we'll have to learn to read Swedish. (huh?)

PLEASE help support Ken so we may all continue to look forward to whatever he plans to bring into the TI world (and save a starving programmer!) You may contact (and send donations) to Ken at the address below:

Ken Gilliland
543 Riverdale Drive #15
Glendale, Ca. 91204

CONVERTING GRAPHX TO TI-ARTIST

by Chris Bobbit

I recently read an article in the Hoosier User's Group's excellent user group newsletter on converting GRAPHX to TI-Artist with interest. I too had faced this dilemma some time back in trying to transfer our popular GRAPHX Companion series of products over to TI-Artist (a project which regretably still has never been completed due to time limitations and a rather low priority). In any case, I thought the procedure we worked out may be of interest as well.

After playing with both programs for a while, we hit upon the solution offered by Mr. Robert Coffey. As a matter of fact, on our now discontinued Artist Companion disk there is a font that was converted over in just such a manner. It was so time consuming that we soon gave up.

The matter stayed dropped until 9 months or so ago when we were preparing Font Writer for release. I asked Peter Hoddie, the author, if he knew of a way to convert files over, and he said that Font Writer could be used.

Later that week, I sat down, and 4 hours later I had my first font. I chose a very elegant Times Roman, with a complete upper and lower case alphabet, from GRAPHX Companion IV (which was then in the editing phase) for the experiment.

The process is rather simple, actually.

Step one involves getting the fonts to TI-Artist format. If they are stored in a clipboard, as our GRAPHX Companion series fonts are, this involves first pasting them onto a screen (leaving plenty of room between characters, and then saving that screen to disk. As mentioned in Mr. Coffey's article, it is a very good idea to use an empty disk for this.

Next, enter TI-Artist and select the conversions section. Convert the screen from GRAPHX to TI-Artist format (load it in as a GRAPHX screen and save it under TI-Artist).

Next, enter the TI-Artist section from the menu, and select disk options. Load the screen into memory. Leave TI-Artist and go to the Enhancements option. The screen you loaded in TI-Artist will be in memory. Next, enter the Slides menu and select the Save Instance option. The filename you give should be the ASCII character that the picture you are saving represents (IE, if the picture is of an "A" the filename should be A). Next, the screen will appear. Move the cursor to the upper left corner of the character picture you are saving, press the fire button, and move it to the lower right side of the picture, boxing in the character. Press the fire button again and the picture will be saved to disk. Do this over and over until the whole font is saved as individual instances.

When you are done, exit TI-Artist and load your copy of our Font Writer program. Enter the Font Editor option.

When that portion of the package is loaded, go to the menu options, and select the option for opening a font for output. Do NOT select the Append font option. Next, enter the Instances selection from the same menu, and load in the first character (A or whatever). After it loads, you will be dropped to the graphic window.

At this point, it is a good idea if you establish a "baseline" first. The baseline is the bottom line that you will use (not physical) for placing the characters.

Characters with descenders (which are the hardest to center), can be easily line up if you adjust them according to that line (remember such characters make look odd, what with all that empty space above them, but that is the way they should look - TI-Artist and Font Writer look at a font from the upper left hand corner).

Using the Move Picture keys of the editor, you can easily move the picture left, right, up and down to center it on that imaginary line (use the block boundary markers to avoid confusion). After the picture of the character is centered, enter the menus again, and again select the font options. Then select the option to save a picture in a font. The Editor will ask you what ASCII character it represents, and then a white cursor will appear on a screen showing the picture. Position this cursor, with the arrow keys, on the lower right corner and press Enter. The program will automatically save it to disk in the font file you specified as the ASCII character you specified. Do this over and over until all your Instances are converted to a font.

The advantages of this system over the one mentioned by Mr. Coffey (which, while still a good system and not requiring Font Writer) is that it is much faster, and you can center the characters in the font a lot easier since Font Writer's editor has tools for it.

Converting regular clipart from GRAPHX to TI-Artist, of course, is a much simpler procedure since all you really have to do is paste it on a screen, convert the screen to TI-Artist, and save each individual picture as an Instance or Slide.

The reverse process, converting TI-Artist to GRAPHX, is very easy. All you have to do is get whatever you are converting onto a screen, save it to disk, convert the screen to GRAPHX (again using TI-Artist's conversions utility) and then paste it into a clipboard from a GRAPHX screen.

Regarding the legality of converting art between GRAPHX to TI-Artist; I'm not sure what the policy of other manufacturers is, but ours is that once you buy the stuff, it's yours. You can convert it to any format you like. However, remember that the works in our GRAPHX Companions and Artist Instances series ARE copyrighted (they are in fact the product of literally thousands of hours of work - a single font may take up to 10 hours to draw with GRAPHX!), and you can't give them out to anyone else. You can convert them for your use, but no one elses.

Font Writer is also copyrighted to J. Peter Hoddie and is manufactured and distributed by Asgard Software. The use of it as described here is only one of the many functions of the product.

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[Ed. Note: We understand that owners of Font-Writer I can exchange their disks for Font-Writer II for a small fee, directly from Asgard Software, P.O.Box 10306, Rockville, MD 20850. So far the LA 99er's have been unable to obtain copies for sale to our members, despite a long standing order.]

REMEMBER NEXT MEETING - Wednesday Oct. 28, Torrance Public Library, 7 PM

****
********** CLUB OFFICERS **********
****

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****
****

Membership in the LA 99ers, including subscription to TopIcs is $20.00 per year

Did you know that...?

by Chick De Marti

Thanx Joe Nuvolini
(303) 596-6938

"Here's a MULTIPLAN item from our friends in Kalamazoo. Since most of of keep the RECALC option off, you can RECALC a single cell by setting the pointer to the cell and then press E for edit. Only that cell will be RECALCulated!"

"For Dragonslayer users (from the Miami UG).. When you use Dragonslayer with FUNNELWEB, the program crashes when you exit it. Use a section editor and search for 04600070 in the UTIL1 file. When you find it, change the 0460 0070 to 0420 0000. This fixes the problem with vers 3.3 and 3.4 of FUNNELWEB.

<*><*><*><*><*><*><*>

THANX CLINT PULLEY
* BUG in the "C" compiler *

A BUG EXISTS IN THE V1.3 and V1.31 C99 COMPILER. THE FILENAME FOR #include IS BEING TRUNCATED TO 6 CHARACTERS AFTER DSKn. THIS WILL BE CORRECTED WITH THE NEXT RELEASE. FOR NOW, JUST USE SHORT FILENAMES (CONIO OR STDIO WORK, OBVIOUSLY AS THEY ARE ONLY FIVE CHARACTERS

<*><*><*><*><*><*><*>

<1> .."AVOID USING THE SIZE COMMAND"
Thanx Jerry Glaze and the Southern Nevada UG.

```
100  DISPLAY AT(15,20):"SAVE"
110 FOR I=1 TO 300 :: NEXT I
120 DISPLAY AT(15,2):"NO SIZE
NEEDED.";
```

(The secret is the semi-colon...line 110 is only for effect!)

<2.."CALL KEY ideas"

```
100 CALL KEY(3,K,S):: IF S=
0 THEN 100
110 IF K=89 THEN xxx ELSE 100
120 CALL KEY(5,K,S)
130 (Program continues...)
```

(CALL KEY(3,K,S) will only accept upper case. Line 120 returns keyboard to normal).

(Thanx to HUB-BBS and the PIEDMONT C.G.

IBM to TI files??
by Berry Miller
(from a BYTEMONGER Newsletter)

I recently downloaded from Compuserve two trackcopy programs and their documentation for the CorComp Controller Card written by Coe Chase and Michael A. Ballmann. The first program will allow track copies in double density format for the TI system like most we have seen. The second is a modification to the first that uses the CorComp card to copy IBM diskettes since CorComp used the same chip that is used for the IBM. This latter progam is for MS/PC-DOS disks without FORMATTING-protected schemes unless you know how they were protected to begin with. The ultimate goal is to create a program that will read files from say a Wordstar Disk and transfer it into TI-format. This has almost been completed, except the dictionary must be hand entered using a sector editor. The purpose is for people that own multiple systems that want to work with the data an another system, for instance, after work at home and would not have to retype it in. Any interested individuals can call me before the meeting at 606-268-8836 to obtain copies of these programs.

<*><*><*><*><*><*><*>

From the MUNCH newsletter...

In Basic...to eliminate the question mark on an INPUT line, use:

```
INPUT "":N$   for a string, or
INPUT "":N    for a number.
```

The benefits are you can use the extra space occupied by the question mark, and also keep the text straight.

~~~~~~~~~~~~~~~

In ExBasic...use:

```
ACCEPT N$     for a string, or
ACCEPT N      for a number.
```

NOTE--> This will also accept more then the 140 character limit imposed by INPUT or LINPUT.
~~~~~~~~~~~~~~~

(Did You Know ... cont.)

A_NOTE_TO_MIKE

In this months newsletter I was amazed to read an article entitled, "WARNING!!" This was regarding a gag program we listedin August issue of the TopIcs. The article in the Jackson County 99ers letter, by-lined by Mike, stated how he trashed two of his disks when he either tried to run (or tried to save) the program. The last paragraph bothered me most, because we need all the TI compatable software we can get, and I know how valuable copying a program can be to the budding programer. Quote:

"There is a lesson to be learned here, but I'm not sure what it is. Don't be surprised if you don't see many program listings in the JC99er anymore. I used to key programs in to take my mind off the hassles at work. All of a sudden it isn't fun anymore"

I'm sorry you feel that way Mike, because the problem IS NOT in the little program. When I read your article, I dug out the disk with the mystery program "HELLO" still on it. I ran it...checked the other programs on the disk...and then saved it to another disk. For fear someone in our club would suddenly have the same fears that you have, I brought the original disk to our club meeting, and before approximately fourty members present, RAN the program several times, and displayed the catolog of the remaining programs.

I'm not sure what happened in your case, (check the listing) but if you'll send me your last name and an address, I'll be glad to send you a copy of the program as listed in the newsletter, with a handful of some original programs I have written. I'll pay the postage. Stay with us Mike.

Chick De Marti

<*><*><*><*><*><*><*>

And now for a few quickies...

An editor's handyman. LIST a BASIC program to "DSK1.TEMP", then RUN this against it to get a 28 column screen image.

>Frederick Hawkins

```
100 ON ERROR 160
110 INPUT "28 Col file?":B$
120 OPEN #1:"DSK1.TEMP"
130 OPEN #2:"DSK1."&B$
140 LINPUT #1:A$
150 PRINT #2:SEG$(A$,1,28)&C
CH$(13):: IF LEN(A$)>28 THEN
A$=SEG$(A$,29,80):: GOTO 150
 ELSE 140
160 RESTORE #2
170 LINPUT #2:A$ :: PRINT A$
 :: GOTO 170
```

<*><*><*><*><*><*><*>

```
 1 !********TINYSTOMP******** 
   ********A TINYGRAM******** 
   *****BY MIKE STANFILL***** 
   ******MEMBER DTIHCUG******
 2 CALL CLEAR :: B$(0)="41413
 E08087F4141" :: B$(1)="7F494
 909141414436" :: CALL CHAR(12
 9,"000001030FDFFF5E",131,"FF
 FEFEFFFFFFF3E"&B$(1))
 3 T=2 :: CALL MAGNIFY(3):: Y
 =16 :: CALL COLR(14,5,5)
 4 CALL KEY(1,K,S):: CALL SPR
 ITE(#1,128,5,1,Y*8-15):: IF
 K=1 THEN 6 ELSE Q=(K=2)-(K=3
 ):: IF Q+Y>1 AND Q+Y<32 THEN
  Y=Y+Q :: DISPLAY AT(1,1):J
 5 CALL CHAR(132,B$((T=3)*-1)
 ):: T=T+1 :: T=T+((T=5)*3)::
  IF SP(T)=0 THEN CALL SPRITE
 (#T,132,2,185,1,0,19*RND-9):
 : SP(T)=1 :: GOTO 4 ELSE 4
 6 CALL LOCATE(#!,177,Y*8-15)
 :: CALL VCHAR(2,Y,136,22)::
 FOR Z=2 TO 4 :: CALL COINC(#
 1,#Z,8,H):: IF H THEN CALL D
 ELSPRITE(#Z):: SP(Z)=0
 7 J=J-H :: NEXT Z :: CALL VC
 HAR(1,Y,32,23):: GOTO 5
```

After you've typed in and RUN this program, alter line 7 using the changes (below).

```
 7 J=J-H :: CALL SOUND(-399,1
 10,Z*6,-5,Z*7) :: NEXT Z ::
 CALL VCHAR(1,Y,32,23):: CALL
  LOCATE(#1,1,Y*8-15):: GOTO
 5
```

Well, I'm out of coffee. See you next month

Chick

KIDS ############

```
100 ! ************************
110 ! *  My First Rocket     *
120 ! * by Chick De Marti   *
130 ! *  of the LA 99ers    *
140 ! * (Ed 2/85 X-Basic)   *
150 ! ************************
160 CALL CLEAR
170 CALL SCREEN(6)
180 CALL COLOR(9,7,1)
190 CALL CHAR(99,"18183C3C7E7EFFFF")
200 CALL CHAR(100,"FFFFFFFFFFFFFFFF")
210 CALL CHAR(101,"FFFFFFFFFCF8F0E0")
215 CALL CHAR(143,"00001818")
220 CALL CHAR(102,"FFFFFFFF3F1F0F07")
222 FOR X=1 TO 28 :: XV=INT(RND*145)+5 :: XH=INT(RND*220)+5
224 CALL SPRITE(#X,143,16,XV,XH):: NEXT X
230 CALL HCHAR(20,14,99)
240 CALL VCHAR(21,14,100,3)
250 CALL HCHAR(23,13,101)
260 CALL HCHAR(23,15,102)
270 DISPLAY AT(2,5):"HIT <ENTER> TO QUIT"
280 CALL KEY(0,K,S):: IF S=0 THEN 280
290 IF K=13 THEN 390
300 DISPLAY AT(2,5):""
310 DISPLAY AT(24,10):"^^^^^^"
320 CALL SOUND(-2000,-5,0)
330 FOR I=1 TO 28
340 CALL SOUND(10,10*I+150,I)
350 PRINT
360 NEXT I
370 GOTO 230
380 !
390 DISPLAY AT(14,11)ERASE ALL:"THE":TAB(11);"END" :: CALL DELSPRITE(ALL)
400 RUN "DSK1.LOAD"
410 END
```

```
+-----------------------------+
|                             |
| Lines 390 & 400  returns    |
| the child to KID'S MENU     |
| ( see listing elsewhere. )  |
|                             |
+-----------------------------+
```

Need a handy self-loader for the grandkids? This is one I use. It is of course saved as "DSK1.LOAD" so it will self-load in XBasic. In all of the programs listed below, where it asks... "WANT TO PLAY AGAIN?" If the responce is NO, the program will to a RUN "DSK!.LOAD" line (see MY FIRST ROCKET, lines 390 and 400) Thus the kids have non-stop programs at their disposal.

```
10 DISPLAY AT(1,2)ERASE ALL:"<*  K I D S   M E N U  *>"
20 DISPLAY AT(4,2):"1 ... COOKIEMAN": :" 2 ... WEATHER MAN": :" 3 ... DIAMOND DR
OP"
30 DISPLAY AT(10,2):"4 ... FIRST ROCKET": :" 5 ... HOLY/NIGHT": :" 6 ... UP-SCOP
E"
40 DISPLAY AT(16,2):"7 ... EGGWARS": :" 8 ... GARBAGE": :" 9 ... AIR & SEA WAR"
50 DISPLAY AT(22,2):"0 ... HAD ENUFF!"
60 DISPLAY AT(24,2):"WHICH PROGRAM? "
70 CALL SOUND(200,240,5)
80 CALL KEY(0,CH,S):: IF S=0 THEN 80 ELSE IF CH=48 THEN 110
90 IF (CH<48)+(CH>58)THEN 80
100 ON CH-48 GOTO 120,130,140,150,160,170,180,190,200,210
110 DISPLAY AT(14,12)ERASE ALL:"BYE" :: DISPLAY AT(17,2):"* A GRANDPA PRODUCTION
 *" :: END
120 RUN "DSK1.COOKIEMAN"
130 RUN "DSK1.W/MAN"
140 RUN "DSK1.DIAMOND"
150 RUN "DSK1.1st/ROCKET"
160 RUN "DSK1.HOLY/NIGHT"
170 RUN "DSK1.UP/SCOPE"
180 RUN "DSK1.EGGWARS"
190 RUN "DSK1.GARBAGE"
200 RUN "DSK1.AIR/SEAWAR"
210 GOTO 70
220 !
230 ! *** by Chick De Marti ***
```

==========

XBASIC TRICK....
By: Mark Shafer - Bluegrass 99 Computer Society

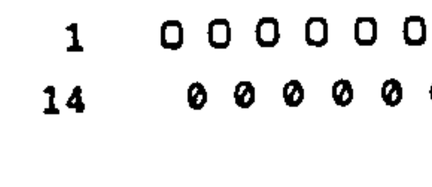
I have just discovered a use for the edge character, hold on to your hats cause it's a while one. Type in the following code:

```
100 CALL CLEAR:: CALL SCREEN(7):: FOR X=1 to 8:: CALL COLOR(X,2,16)
    NEXT X:: CALL VCHAR(1,31,31,96):: CALL HCHAR(7,30,31)
110 CALL HCHAR(8,2,32):: ACCEPT AT(7,1)SIZE(-28):A$:: DISPLAY
    AT(15,1):A$
120 CALL KEY(0,K,S):: IF S=0 THEN 120
```

When you run the program, just type anything. Watch what happens when the cursor reaches the edge character I put in column 30. You are no longer limited to one line as usual with the ACCEPT AT. The screen may look funny, but you don't need to use a colored edge character to do this trick. What is happening is when the computer executes an ACCEPT AT, it remembers what screen address (row/column) to end the input. By putting the edge character there, the cursor will skip the next four characters, thinking it's reached an end of a line. The cursor never reaches the ending screen address.

Word of caution with this trick, INSERT will cause characters to be dropped off the end of the string, DELETE doesn't work right on the first line, ERASE works fine though. Also, string variable are limited to 255 character, enter more than that and you'll loose characters.

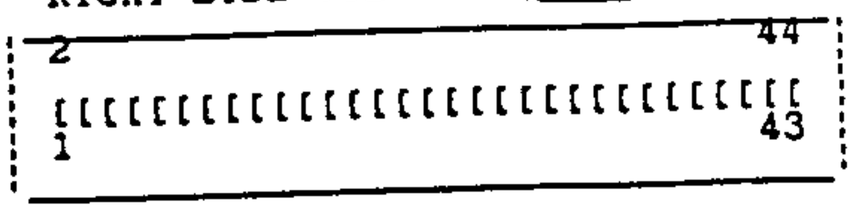
RS232 SERIAL CONNECTOR (UNIVERSAL)



1) GND
2) TRANSMITTED DATA
3) RECEIVED DATA
4) REQUEST TO SEND
5) CLEAR TO SEND
6) DATA SET READY
7) LOGIC GROUND
8) CARRIER DETECT
9) RESERVED
10) RESERVED
11) UNASSIGNED
12) SECONDARY CARRIER DETECT
13) SECONDARY CLEAR TO SEND
14) SECONDARY TRANSMITTED DATA
15) TRANSMIT CLOCK
16) SECONDARY RECEIVED DATA
17) RECEIVER CLOCK
18) UNASSIGNED
19) SECONDARY REQUEST TO SEND
20) DATA TERMINAL READY
21) SIGNAL QUALITY DETECT
22) RING DETECT
23) DATA RATE SELECT
24) TRANSMIT CLOCK
25) UNASSIGNED

I/O PORT

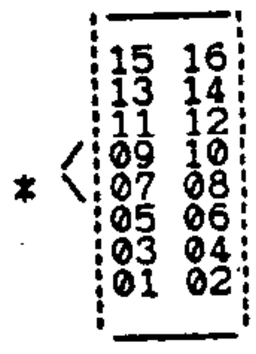
RIGHT SIDE VIEW



1) +5V
2) SBE
3) RESET
4) EXTINT
5) A5
6) A10
7) A4
8) A11
9) DBIN
10) A3
11) A12
12) READY
13) LOAD
14) A8
15) A13
16) A14
17) A7
18) A9
19) A15/CRUOUT
20) A2
21) GND
22) CRUCLK
23) GND
24) 03
25) GND
26) WE
27) GND
28) MBE
29) A6
30) A1
31) A0
32) MEMEN
33) CRUIN
34) D7
35) D4
36) D6
37) D0
38) D5
39) D2
40) D1
41) IAQ
42) D3
43) -5V
44) AUDIO IN

Note:
In hooking this up, player 2 joystick will connect to pins 2,3,4,5,8 and 9. T

** TI PIO CONNECTOR **



PIO PINOUTS AS VIEWED FROM TOP OF CARD.

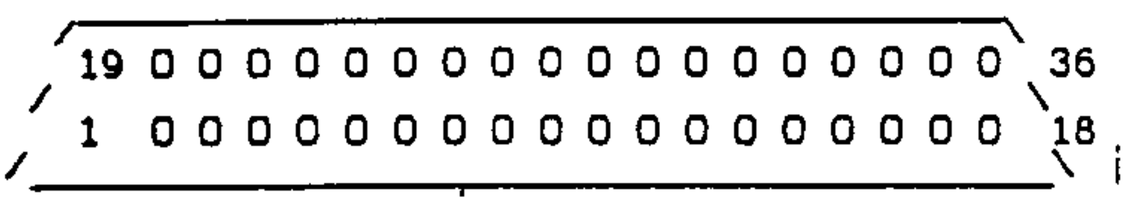
1) HANDSHAKE OUT
2) DATA, LSB
3) DATA
4) DATA
5) DATA
6) DATA
7) DATA
8) DATA
9) DATA, MSB
10) HANDSHAKE IN
11) LOGIC GROUND
12) 10-OHM PULL-UP RESISTOR TO +5V
13) SPARE INPUT BIT
14) SPARE OUTPUT BIT
15) 1 KILOHM PULL-UP RESISTOR TO +5V
16) LOGIC GROUND

* NOTCH ON SIDE OF CONNECTOR

RS232 TI CONNECTOR

1) PROTECTIVE GROUND
2) DATA TO UART0 (RD)
3) DATA FROM UART0 (TX)
4) NC
5) CLEAR TO SEND CRU OUT, U0
6) 1.8 KILOHM PULL-UP RESISTOR TO +12V
7) LOGIC GROUND
8) DATA CARRIER DETECT UART0
9) NC
10) NC
11) NC
12) DATA CARRIER DETECT UART1
13) CLEAT TO SEND CRU OUT, U1
4) DATA TO UART1
15) NC
16) DATA FROM UART1
17) NC
18) NC
19) DATA TERMINAL READY UART1
20) DATA TERMINAL READY UART0

CENTRONICS PARALLEL CONNECTOR



1) STROBE
2) DATA1
3) DATA2
4) DATA3
5) DATA4
6) DATA5
7) DATA6
8) DATA7
9) DATA8
10) ACK
11) BUSY
12) PE
13) SLCT
14) +-0V
15) OSCXT*
16) +-0V
17) CHASSIS GND
18) +5V

19) STROBE
20) DATA1
21) DATA2
22) DATA3
23) DATA4
24) DATA5 RETURN
25) DATA6
26) DATA7
27) DATA8
28) ACK
29) BUSY
30) INIT
31) INIT
32) FAULT
33) NC
34) LINE COUNT PULSE*
35) RETURN
36) NC

* GENERALLY NOT USED TODAY

PROFILES, BARRY TRAVER

by Terrie Masters

Barry Traver, son of Al, husband of Sharon, father of John Calvin, friend of many. Barry wears many hats in addition to husband and father, he is Minister, teacher, mentor, programmer, author. He is indeed an incredible man.

Barry the husband is a caring Mr. Mom. Due to early age cataract surgery Barry has lost his peripheral vision, and must wear "coke bottle glasses." This has indeed put a crimp into his outside of home work and/or transportation ability. Sharon, just completing her doctoral disertation, is an English teacher in a suburban Philadelphia area school.

Barry the teacher actually teaches their son John Calvin. Sharon and Barry are home schoolers, John Calvin is a very bright, gregarious young man. His membership in Mensa is a testimonial to his home school education. Barry considers all life experiences education, therefore John Calvin has accompanied Barry on all the trips taken to various "Fests" around the continent. The trip from Philadelphia to Los Angeles in 1986 was via Trailways Bus. As it becomes more widely known in our 4A community, Barry has found more home schoolers, Mike Dodd is another prime example of the virtues of this system.

Barry the mentor has several persons looking to him for direction, development and sincere honest friendship. Age in this area is certainly not a factor. There is not a malicious, envious, or negative breath in Barry's soul, and it shows. To know him is to love him. Barry has opened his home to many of us and one never feels uncomfortable or unwanted. A few years ago a quite young Paul Charlton met an even younger Chris Faherty in Barry's home and programmed well into the dawn. Peter Hoddie, Curtis Provance, Tom Freeman, George Steffen and Richard Mitchell among others share a special relationship with Barry, and all are richer for it. Many a program in develcpment has been entrusted to Barry for evaluation, enrichment and beta testing. There has never been a leak. We can all learn from this man of many talents and few faults. He generously shares his talents and criticizes only constructively, and that with extreme delicacy. It is with complete confidence that we direct budding programming talent to Barry for Genial Computerware. We do this knowing full well that each program develcped and marketed will return to the programmer the full and honest value of product sold, a policy firmly established by Craig Miller and MG., and religiously followed by Genial.

Barry the Minister is indeed that - an honest to goodness real preacher. He was a few years ago a full time Minister, but by choice and health has become a part time Minister. Barry writes and delivers his sermons with the same soul that he gives to our community. He is indeed a fine example of a man of the cloth. Honesty, integrity, caring, interest, these are the characteristics he reaches his flock with, the religious and the 4A community.

The depth of Barry and Sharon are reflected in their surroundings. Steel industrial shelving cover every wall in their home and every shelf is laden with books. Every subject imaginable, fact to fiction, religion to fantasy, cooking to magic, organization to origination. You name it and it is there. Then there is the computer section, when Barry visited LA he was amazed to find a book there that he did not have. What warm, wonderful surroundings. Then there are the Cats. Yes the Travers are cat lovers. One cat will clearly let everyone in the house (guests included) know when it is time to go up to bed.

Barry the entrepreneur, if you let him he would give it all away. Traveler volume 1 is a perfect example. 6 disks, numbers 1-6, 2 bonus disks, disk mailers, first class postage, all this for $30.00. Basic math shows this was a real giveaway. Post cards and letters with errata, apologies for delays. This was and is really a labor of love. Within this newsletter there is a copy of a letter Barry recently sent to all his subscribers. We are reprinting this as it, more than this profile, shows the character of the man Barry Traver.

Finally, Barry the friend and his humor. Some time ago on a visit to Philadelphia, in order to avoid 4A DT's we arranged a mini-meet at Barrys home. We camped out all over the place, mostly the floor, and there were quite a few of us. Sharon was away visiting family, so it was all "batching" it, except for Terrie. Well we planned a visit en masse to Lou Phillips at Myarc. All well and good execpt that there was a large volume of debris. Pizza boxes, aluminum cans, paper plates, I am sure you get the idea. Not really noteworthy except that there was a garbage strike in Philadelphia!!! Well no problem, we filled two of the giant size garbage bags, loaded it into Howie Rosenberg's car and off we went in a 4 car caravan to Basking Ridge, garbage and all. Lou very generously allowed us to deposit it at his home. We all caravaned to a restaurant. After a good meal and great conversation we headed back to Lou's. Barry in the car with us in front, Lou behind. Barry in a very ministerial tone said "the next time we come to visit Lou we should really bring him a better gift than garbage." As you may well imagine our car rocked, and Lou and the rest wondered what had gone on. That my friends is a profile of our friend Barry Traver.

Philadelphia Branch of Genial Computerware Announces New Policies and Operating Procedures Effective As Of Thursday, October 15, 1987

As subscribers to the Genial TRAVelER and the John Calvin Project are aware, the Philadelphia branch of Genial Computerware has gotten behind schedule in correspondence and publication. The purpose of this announcement is not to explain the many reasons for this, but to tell what we're doing about it.

(1) All correspondence relating to (or orders for) the Genial TRAVelER or the John Calvin project should be addressed to Barry Traver, Editor, Genial Computerware, 835 Green Valley Drive, Philadelphia, PA 19128. (If you want to call, my phone number is 215/483-1379.) All correspondence relating to (or orders for) other Genial Computerware products (e.g., XBasher, XB:Bug, GRAM Packer, Horizon RAMdisk EPROM, or the new Remind-Me!) should be addressed to Genial Computerware, Box 183, Grafton, MA 01519 (commonly known as "the Boston branch" of Genial Computerware).

(2) All comments below apply only to the Philadelphia Branch (which handles only GT and the JCT project), because (a) the Boston and Philadelphia branches are run semi-independently and at present set up their own details of policies and procedures, (b) the Boston branch is pretty much on schedule ("If it ain't broke, don't fix it!"), and (c) the Philadelphia branch is where the backlog is.

(3) All mail received October 15, 1987 or later will be responded to within five working days. (In most cases, a response will be out by the next day, D.V.) If a full response is not possible within that time, then you may expect at least a preliminary response explaining why.

(4) Mail received earlier than October 15, 1987 but as yet unanswered will be answered as older correspondence is gradually worked through. (If you've written and not heard anything, you don't have to wait till your original letter is found: a new letter will be handled in accordance with policy stated in previous item.)

(5) The next issue (Vol. 2, No. 1) of Genial TRAVelER will be sent out at the end of October 1987, assuming the disk labels (just ordered) arrive on schedule. (I have plenty of other supplies - disks, mailers, etc. - already on hand, but hadn't realized I was running low on disk labels.) If certain delayed software projects intended for that issue are not completed by that date the disks will be sent out anyway, with appropriate substituted material, and the delayed material will appear in a future issue of GT.

(6) Subscribers to the John Calvin project will be allowed some choice in their selections, rather than everyone's receiving the same six flippy disks. There is one change in format to facilitate processing of orders, however: when you make your selections from the list that will be sent to you, all your disks will be sent to you in one shipment (rather than over a period of time as is done with GT and other "periodicals").

(7) As announced elsewhere, the current prices are as follows: $24 for the John Calvin project (six flippy disks); $36 for Volume 1 of Genial TRAVelER (six issues plus free bonus disks), $36 for Volume 2 of Genial TRAVelER (six issues), or $65 for Volume 1 plus Volume 2 of Genial TRAVelER (if ordered together). If you ordered earlier at lower prices, fine. Orders received October 15, 1987 or later, however, will be returned if not at correct current prices.

(8) As a public figure in the TI world, I get more correspondence at present than most people could imagine, much of it requesting assistance in various

matters relating to the TI-99/4A. Sometimes letters requesting and/or deserving detailed response have gotten set to the side to be caught up with as soon as adequate time is found. Sometimes, unfortunately, more routine mai (occasionally relating to GT or JCT subscriptions) has gotten mixed in, partly because of my refusal to recognize that the volume of mail is such that a full, personal, detailed response to each letter is just not possible. In order to ensure, however, that all future mail is answered in a reasonable period of time, the following guidelines will be followed.

(9) Correspondence relating to GT or JCT subscriptions will get first priority. After that requests from subscribers for help on various matters relating to the TI-99/4A will be dealt with, although the length of my response will depend upon time and information immediately available. (By the way, please don't look to me for answers to hardware questions: I'm truly a genuine American technoklutz!) If the matter is routine, a "generic" response may be sent (I know, I hate form letters too, but they're better than no letters at all, which may be the only alternative at times). Requests from non-subscribers will be handled next, by personal letter if time permits, but quite possibly by form letter or postcard.

(10) I dislike showing partiality to subscribers over non-subscribers, but the latter should recognize that - although a single person isn't asking for that much - it does add up. I have a friend who is paid $50 an hour for IBM computer consultation. I not only do not receive anything for the TI-99/4A "computer consultation" work that I do by mail: I'm actually paying for the privilege! Not only is there the expense of time (which could have been used to do something that would put some groceries on the table), but even the 22 cents I pay for postage per letter adds up more quickly than many people realize.

(11) The Genial TRAVelER, as stated in an earlier "letter from the editor," is a labor of love. I love the TI-99/4A and I love TI-99/4A people, and I am especially thankful for the support and patience of TRAVelER's subscribers. When an issue has gotten substantially delayed, the usual response has been either continued patient waiting or a polite query (often containing words of appreciation or encouragement). It is that support that has given me the encouragement to "hang in there," in spite of temporary setbacks.

(12) Volume 1 has appeared in its entirety (although it took about two years to do it!); I am firmly committed to Volume 2 as well. If, however, you should prefer a refund to putting up with such an erratic publication schedule (although I'm going to do my best to get Vol. 2, No. 6 out by October 1988!), just let me know (sending me a copy of your cancelled check if possible) and I'll get the money out to you as soon as possible, no hard feelings!

(13) A three-flippy "Best of GT, Volume 1" is planned for November 1987. The price has yet been set, but the material will contain corrected and revised versions of material from Vol. 1 of GT. When it is released, GT subscribers may want to take advantage of the the following "trade-in" offer: merely send in your original six GT disks plus $1, and you'll get the new three-disk "Best of GT, Vol. 1" set. (Be sure, however, to make personal backup copies for yourself of the original GT disks before you send in the originals!)

(14) Again, apologies for past shortcomings (or should that be "longcomings," as in "My GT is a l-o-n-g (time] coming"?). Hopefully, things will be coming along better in the future (as of October 15, 1987). Thanks again for your support!

--Barry Traver, Genial Computerware, 835 Green Valley Drive, Philadelphia, PA 19128 (phone: 215/483-1379)

TRAVelER SUBSCRIPTION FORM

Check one: ___ Volume One @ $36.00 (six issues plus free bonus disks)

___ Volume Two @ $36.00 (six issues)

___ Volume One and Volume Two @ $65.00

Name _____

Address _____

City _____ State _____ Zip Code _____

Please make your check payable to Barry Traver, and send it - along with this form - to Barry Traver, editor, Genial TRAVelER, 835 Green Valley Drive, Philadelphia, PA 19128. Thank you.

TEXTLOADER - A REVIEW

by Tom Freeman

Curtis Provance, of Paragon Computing, recently sent me an ingenious program which I would like to share with you. First however, I'd like to give you a little history of this type of program, which is to convert text files to programs.

We all know, of course, how to convert Basic programs to text files - merely "LIST" them! The program is actually stored in memory in tokenized form, having been converted to that after you typed in the line using English (or almost!) words. The Basic or XBasic interpreters take care of the LISTing process for you, producing on the screen or peripheral device the same words that you typed in (there may be differences in spaces between words, statement seperators, etc.). So let us say someone sent you a text file on disk that is the LISTing of a Basic program (if it is only a paper you may as well type it directly in Basic anyway). How do you convert it back to a program?

Some years back several programmers began to address this issue. One ingenious method was developed by several people (Mike Amundsen among them, I remember). It involved changing the DV80 file to a DV163 file and merely attaching the entire text of the line to the XBasic code for a line number and then a remark (a !). If you remember, XBasic MERGEable programs are stored in this format, so that if you then MERGEd this file in XBasic, you would get something that could be listed - you would see a program that consisted only of remarks. Certain conventions had to be observed so that program lines consisting of more than one DV80 line would actually be put together. And what good does a program full of remarks do? Well, if you go through it line by line in edit mode, and in every case DELETE the !, you fool the XBasic interpreter! Now instead of a remark it sees the line as if you had typed in code, and tokenizes it as soon as you go on to the next line. Didn't I say it was ingenious. Let XBasic do all the work! Trouble is, it can be very tedious to go through a long program line by line, pressing FCTN 1 for each.

Another method that I remember was more direct, although it took a while to do. The program was called XLATE, written by John Ford. It kept an array of all the Basic words, would read them and then convert to tokens. Essentially it was an XBasic version of the interpreter itself, but very slow since it was not written in GPL code (which is not as fast as assembly, but one h*** of a lot faster than Basic!).

Now we come to Curtis' TEXTLOADER, which carries the steps two parapraphs back one further. It is written entirely in assembly, and is hidden in an XBasic program of just one line (it starts the assembly program). You then perform a CALL LINK (with parameters that I will mention below) that proceeds to pick up a DV80 file line by line and present it to the XBasic interpreter as if you had typed it in yourself! The interpreter of course then does the rest of the work. Because the lines can be anything that you type in, they can be program lines or in certain cases actual commands.

Commands can be contained in batch files which you write with a word processor. The format is CALL LINK("BATCH",device.filename). This is marvelous! Say you have a program which requires that only 2 files be enabled (for memory purposes), and that it will use your Myarc RAMdisk, which is not battery backed up so it has to be set up each time you turn on the computer. You could write a little load and set-up program as follows:

```
CALL FILES(2)
NEW
CALL PART(400,80)
CALL EMDK(4)
CALL VOL("RAMDISK")
RUN "DSK1.YOURPROGRM"
```

You could then save this under the name DSK1.LOADYP/T (a DV80 file). You would then go to XBasic, "OLD" the TEXTLOADER program, replace device.filename with "DSK1.LOADYP/T", and save this edited file under the name DSK1.LOAD. Now when you enter XBasic the whole set-up is done for you and your program starts running, all with the press of two keys from the title screen!

There are a few conventions to be observed here. As far as I can tell, each line is processed separately, so you cannot have a line of more than 80 characters. Also, all leading and trailing spaces are ignored, as well as entire lines whose first non-space character is a ! Carriage returns are ignored as well as the TAB records of TI-Writer (so you can use fixed or word-wrap mode, and SF as well as PF). Program lines will also be successfully entered, so you can have a program of any length (so long as the DV80 representation of each program line is 80 characters or less) and the last line can be RUN (no line number). Then the program will be entered and run without any further work on your part.

CALL LINK("OLD","device.filename) is the other main use of TEXTLOADER. This is the one you would use to create real programs out of list files that you have obtained. This part can handle lines of more than 80 characters. I found however, after a lot of experimentation that the limit is still 127 characters. That particular problem is undocumented and I don't understand why it exists, since XBasic will allow up to 140 characters to be entered without any difficulty (on the first pass - by using FCTN REDO even larger lines can be created). Additionally a ^ (caret) in the 80th position is treated as a required space, so that when the next line is attached to it, the format will be preserved. The program determines if a line is to be attached to the previous one by looking for a valid line number (integer from 1 to 32767) at the beginning of the line (after leading spaces are removed) separated from the rest of the text by at least one space. If such a number exists, the line is treated as a new program line. Because of these two conventions you have to be careful to look for program lines that happen to have a valid line number at the beginning of the second DV80 line, or a true ^ (exponent) at the end of a line. If either of these occur then the text must be changed slightly.

A nice feature of the programs ability to eliminate leading and trailing spaces is that you can write your program in a very readable form, with indentations, strings located whole on one line, succesive indents for nested FOR-NEXT loops, and so on. TEXTLOADER will then create a normal proram from this. Two nice examples are contained in the documentation for the program.

There are three additional CALL LINKs in TEXTLOADER. You can MERGE a text file into a program already in memory. The process of loading can be stopped with FCTN 4, and then restarted with CALL LINK("CONT") and there is also a small help screen accessed with CALL LINK("HELP").

There is an extra bonus on this disk! It also contains a XBasic with hidden assembly language program called EA5LOAD, which is supposed to be able to load ANY EA5 type program (memory image) no matter where it is loaded in memory, even if the program is overwritten! I have tried it with several different EA5 programs, as well as MYWORD for the 9640, which loads into areas that the 4A won't even allow, and it worked every time. I also developed a quick little menu type program with several choices, and that worked as well (XBasic programs with hidden assembly code can have lines edited or new ones created, but be careful - they CANNOT be resequenced!).

I give this disk A in all categories except documentation (I had a little trouble with that, but figured out the problems fairly quickly). Curtis is asking for a minimum of $5.00 donation for it (apparently it is FREEWARE although this is not explicitly stated) and is a BARGAIN. It will be in our club library, and also can be obtained directly from Paragon Computing, 17 Constance St., Merrimack, NH 03054. A suggestion from me - don't ask Curtis to send you the disk free, even if it is "freeware." I think this review should make it obvious to you that if it seems even remotely useful to you then you should send the donation first!

MARKETPLACE

(the marketplace is a fund raiser for the club, that is, the "profit" goes to maintain the quality of this Newsletter. In general the price listed splits the difference between cost and retail. Please help your Club.)

SUPER EXTENDED BASIC	5Ø.ØØ
MILLERS GRAPHICS	
DISkASSEMBLER	18.5Ø
ORPHAN CHRONICLES (PRICELESS)	9.95
ADVANCED DIAGNOSTICS	18.5Ø
NIGHT MISSION	18.5Ø
GK UTILITY I	1Ø.ØØ
SMART PROGRAMMING FOR SPRITES	6.25
GENIAL COMPUTERWARE	
XBasher (MIKE DODD)	9.ØØ
XB:Bug (J.PETER HODDIE)	12.ØØ
GRAM PACKER "	1Ø.ØØ
REMIND ME! (JOHN JOHNSON)	12.ØØ
" " " "	
KRACKER FACTS (MIKE DODD, ED.)	5.ØØ
UTILITIES DISK/DOCS (T FREEMAN)	8.ØØ
ORPHAN SURVIVAL HNDBK(ALBRIGHT)	15.ØØ
JOYPAINT	3Ø.ØØ
JOYPAINT PAL	7.5Ø
PRE-SCAN IT! (J.PETER HODDIE)	1Ø.ØØ
FONT WRITER "	19.ØØ
PRINTER'S APPRENTICE (M.McCANN)	19.ØØ
MYARC	
RS232	Check
D/D DISK CONTROLLER	
128K RAM DISK/SPOOLER	for
512K RAM DISK/SPOOLER	
EXTENDED BASIC II LEVEL IV	discount
128K RAM DISK W/XBASIC II	
512K RAM DISK W/XBASIC II	prices
GENEVE 964Ø COMPUTER	
INSCEBOT	
TI-ARTIST	15.ØØ
DISPLAY MASTER	12.ØØ
ARTIST EXTRAS	6.ØØ
MEGATRONICS	
EXTENDED BASIC II PLUS	72.5Ø
INTERN (BOOK ON GPL)	16.5Ø
128K GRAM CARD	227.5Ø
HARDWARE & SUPPLIES	
TEAC 55BV DSDD DRIVES	9Ø.ØØ
DISKETTES DSDD	.5Ø
TECHNICAL AND BUSINESS BOOKS	5.ØØ
REPRINTS	
HANDY REFERENCE GUIDE	2.5Ø
LOGO DIGEST	2.5Ø
BEST OF NEWSLETTERS W/DISK	5.ØØ
FORTH NOTES VOL 1-6 (2.5Ø EA)	1Ø.ØØ
BEGINNER'S FORTH NOTEBOOK	2.5Ø
ASSEMBLY NOTES VOL 1	2.5Ø
BACK ISSUES	
SUPER 99 MONTHLY	1.25
MICROPENDIUM	1.25
SMART PROGRAMMER JUNE 1986	1.5Ø

(please send your order to the CLUB address, not the Librarian, and add $1.ØØ per disk for P & H ($2.5Ø for Super XB). CA residents add 6.5% tax).

NEW ADDS LA99 LIBRARY OCT. 1

ALL DISKS ARE $3.00 EACH **4 FOR $10.00**
Mailing cost = 2 disk for $1.00 USA

Two copies Of all program disks will be made available to the members at the regular meetings. If you plan to obtain any disks from the library at the meeting it is best to phone or write the LIBRARIAN in advance to be sure they will be on hand. I will put your name on them.

0000 **LA99ers LIBRARY CATALOG SPECIAL PRICE $1.00 + MAILING**

8075 **TASS** VI,0 Freeware by Gary Bowers 432 Jarvis St. Suite 502 Toronto,Ont. Canada, M4Y-2H3 This is for making a slideshow of your TI-ARTIST or GRAPHX or DRAW-A-BIT II or RLE'S pictures. Fully automatic will display the pictures on up to 4 disks in fast order. Excellent for displaying what picture is on a disk. (SSSD)356

8076 **PIC-CAT** Freeware by Dave Ratcliffe 2832 Croyden Road Harrisburg, PA 17104. A program designed to allow you to catalog disks with mixed TI-ARTIST files. Sorts by type FONT,INSTANCE & PICTURE. After sorting the files can be printed. (SSSD)55

8077 **ARTIST-PIC** 14 TI-ARTIST pictures in color. 99ERS, BEATLES, CHART, COMPUTER, EARTH, EYE, EYE2, FORTH, DRID, HUEBERT, MONWARE, PATTERN, SHIP, RAINBOW. 2(SSSD)700

8078 **ARTIST-PIC** 10 TI-ARTIST pictures in color. SEA, SKULL, SNAIL, STRAWBERRY, SUN, TARDIS, TI, TREE, TREES, VOLCANO. 2(SSSD)500

8079 **CARTOON KIT** By Tim O'Neil To be used along with TI-ARTIST. A "cartoon kit" that is useful and fun for adult and child alike. You too can draw cartoon characterss with a litle help from the Instances and Slides on this disk. PICK a BODY, then add MOUTH, NOSE, EYES, EARS, HAT from the many choices and put them where you want. (SSSD)176

8080 **ANIMATOR** Freeware by McCann Software P.O. Box 34160 Omaha, NE 68134. Make your own animation by drawing Frames and Mats then show them in slow or fast motion. Very well done. Demo included (SSSD)225

2180 **ALIGN** By Robert James Ennis, TX This program enables one to step a TI or CorComp Disk Controller track by track. The purpose is to enable one to use an Alignment Diskette to align the heads. It can also be used to keep the diskette revoling so that a Disk-Type head cleaner can be used. (SSSD)58

2051 **UTILITY #11** 14 files from Brea User Group - BREAKFILE (x/b) breaks up long TI-Writer files. CATLOAD (x/b) loads X/B*E/A. CURSORFLIP flips what is under the cursor with a mirror image. DATABASE loads as part of pharase. DISKRUNNER runs programs with single key. INDEX (b x/b) disk index. LOADER indexes & loads programs. PHASE (x/b) speaks any sentence. PR12 read and prints data files in dis/var, dis/fix, int/var & int/fix. SETUP loads as part of phrase. SPEAK loads as part of phrase. TEII/ASCII (x/b) gives you the ascii number for any key, ctrl & fctn. XB*E/A-CAT disk catalog called by call link. XLAT loads as part of phase.(SSSD)284

NEW ADDS LA99 LIBRARY OCT.2

2054 **UTILITY #14** 22 files from Brea Users Group - ALFA-SORT (b x/b) list maker & maintenance. BASKETBAL1,2,3 maintain a basketball team's ststs. Group. BNDACTVFIL program to aid in band pass active filter stage design. BPUZZLE crossword puzzle maker. CALTEX-99U & CALTEX-ASC utility for caltex network. COND/PRINT displays a program in condensed record structure. EDITOR1 edits programs saved in merge format. GRADER/STU figures averages on data such as student grades. KMART-DEMO (speech) demo to sell 99/4A. LOAD disk index program. MAC-TI lods a joystick controlled calculator. MEMORYDUMP & MEMORYFILE a memory dump program. RANDOM/WIN picks the winning raffle number. RESISTOR converts ohmic value to colors & cisa-versa STATEMENT prints business statements. STATISTICS figure means, deviations, & more on data that you have enter. STR_CHART1 & STOCK-MKT1 a deviations, & more on data that you have enter. (SSSD) 357

3017 **EASY BILL PAYING** Freeware by Rodney Wirtz 337 Loma Ave. Long Beach, CA 90814. An excellent program that makes bill paying an easy chore, almost enjoyable, for it does all the necessary bookkeeping work for you. It keeps track of all your outstanding checks, lists your income, lists your month-end bills, helps you budget and helps you save for periodic large bills and much more. (SSSD)353

7049 **MUSIC #41** From Houston Users Group Most songs has graphics with them and are well written.-CAN'T HELP LOVING YOU, COOL WATER, WINGS OF A DOVE, STAR WAR, GODFATHER SONG, SONG CALLED GREEN, HALLELUJAH, HOUSTON, JUST AS I AM, LOOKING FOR LOVE, MANDY, THE LORD'S PRAYER, WEDDING SONG, CHURCH IN THE WILDWOOD. (SSSD)303

8081 **SKETCH MASTER** By John Miller. 2458 Transit Ave. Anaheim, CA 92804. This is a Drawing program written in Wycove Forth, run only with WYCOVE FORTH disk. An excellent fast drawing program. (SSSD)298.

2181 **WYCOVE-PRO** . Freeware by Barry Comer 2 Cleveland Cressant Dartmouth, Nova Scotia Canada, B3A-2L6. A three part disk. 1. A drawing program in Forth (opt #5) using joystick. 2. A game in Forth STAR use Joystick. 3. Instruction on how to get more screens on your disk when using TI-FORTH. (SSSD)342.

5033 **EDUCATION #31** From Brea Users Group. 10 Educational program in Basic. ALGEBRA, ANATOMY, MATH/I, MATH/2, FRENCH, SPANISH, SPELLDOWN, SPELLING, TYPING/1, TYPING/2. (SSSD)331.

5034 **EDUCATION 32** From Brea Users Group 12 educational programs in Bsaic and X-Basic. ALGREBRA, ARITHMETIC, CHILD/MATH, FRENCH, GEOMETRY CURVE, MATH/CHALLENGE, MORSE/CODE, MULTI/3RD, SPELL HELPER (TE-II), SPANISH, WORD/WORLD (CHILD). (SSSD)264.

9075 **SCRABBLE** From Brea Users Group. An excellent computer game of TI-SCRABBLE. Runs In E/A read instruction on how to load and play. SSSD)353.

2169 **CATALOG** Freeware by Rasoft System 25885 Trabuco Road El Toro, CA 92630. This is an excellent cataloging program that lists all your disks and files in alphabetical order. Loads from option #3 of the E/A Module. (SSSD)114

NEW ADDS LA99 LIBRARY OCT-3

4512 **MISC #1** From Brea Users Group. 16 miscellanous programs: JOURNAL, SORT, MATH, BAR/GRAPH, DIS/VAR 80 TO X/B, CANNON/SONG, FUNNY/GAME, ISAMSTR, JUNGLE/JIM GAME, LOAN AMORTIZATION, PIE/SQUAD GAME, LOGO GRAPHIC, SENTENCE, STING SONG, STOCK INFO. (SSSD0355

2182 **UTILITY #18** Freeware disk from New Horizons Users Group. About 13 assoicated utilities programs: 40 COLUMN, SCREEN DUMP, DSR LINK, JUSTIFICATION, PLOT, SCREEN RECOVER, SCREEN TO DISK, SCROOL, A/L SORT, TIME, VDP. (SSSD)

2183 **COPY/2** Freeware by Michael Ballman 271 NW. 43RD St. Apartment #3 Oakland Park, FL 33309. A copy disk that uses track copying with either Corcomp or TI Disk Controller Card. The disk also includes an Assembly promgram that dumps the ROM from a Module to a disk. (SSSD)184

6040 **BIBLE** From Michael D. Dimuro P.O. Box 423 Tujunga, CA 91042 . A complete print of the HOLY BIBLE king James version 20975 sectors. SPECIAL PRICE, 15 disks DSDD = $25. 30 disks DSSD disks or SSSD (Flipies) = $50. 60 disks SSSD = $100. Because of the size of this program it will not be aviable at the club meeting. Copy of the program will be made upon request.

2072 **DM1000 3*8** Freeware by Ottawa 99/4 U.G. P.O. BOX 2144 Station D, Ottawa,ONT, K1P5W3. Up date version 3*8. OK for TI, CorComp, Myrac, Geneve controller. A disk manager that makes your TI-Disk Manager Cartridge II worthless and MGR2. (SSSD)373

4513 **MISC #2** 25 Miscellaneous & Utilities from Amnion: 2X2HEX (interprets hex string), CALENDAR (find date & prints), CONVERSION (temp, factor, log, coordinates, roots, pressure, etc.), CURRENCY (convert one type to another), DECOMPRESSION (for scuba drivers), DISKINDEX (data statements), ELECTION (predict outcome), GRAPHICCAT (display graph of file useage), HEXDUMP (dump selective hex), HOROSCOPE (astrologer 's helper), I-CHING (give meaning of sticks), JOURNAL (keep track of activities), MAIL/PREP (for Source dump), MORSECODE (creates code per key), MOTION (move graphics), ORBIT (Polar), ROCKET (model design), SMOKER (test), SPRITER (define character), TAPE/FILE (indexes), TEIILOGON (update old file), TITLE (create color titles), WEATHER (draws model) (SSSD)357

4514 **MISC #3** 23 Miscellaneous and Utilities program from Amnion: APHORISMS (catchy saying), BANNER (print your own), BASIC I,II,III (teach yourself), BAUDOT (teletype tape), CONVERTION (metric, temp, volume, area, etc.), CROSS/REF (tables of variables, lines), CRYPTGRAPH (encode & decode), ENIGMA (encrypting & decrypting), FOG/INDEX (lettering writing), INKBLOT (Rohrachach test), IRA (tax saving), LINEEDITOR (deletes sections of program), MILAGE (maintain car statistics), PEEPER (see contents of memory), PRIORTIES (decisions helper), REM/OUT (remove all REM), SORTED (bubble & shell), YR/RECORD (appointments) (SSSD)355

NEW ADDS LA99 LIBRARY OCT.4

4515 **MISC #4** 15 Miscellaneous and Utilities program from Amnion :CAT/SORT (bubble, shell, gap, breakdown), COUPON (stores coupons), CREDITCARD (maintain record),DOTBAR (tv alignment), ENCRYPT (encode & decode), KRYPTO (a codeing program), LIFE (expectancy graph), METRIC (converts), POET (poetry), PRINT/TEST (Epson or TI printer test), PSY/TEST (your personal psychiatrist), RS232 (printer tutorial), SCREENDUMP (screen display dump slow), SEARCH (for variable), SORTING (names), STATS (keep records in order), UTILITY (sorter, carpet est., depreciation, morage, pricing, etc.) (SSSD)355

4516 **misc #5** 16 Miscellanceous & Utilities program from Amnion : COLOR/TV (test color TV), DISASSEMER (9900 Assembly Language), FREQCOUNT (counts distribution of letters etc.), MINI-MEM (stores data inti mimi memerly), MINI/DATA (create mini data base), MINISAVER (dump mimi memery to disk a & vise-versa), PHOTO (photographer's helper), POINTS (football point spread calculator), SCOLL (8102 tutorial & demo ticker tape style), SORT# (demo & tutorial on bubble sorting 8103B), SPEECH (synthesizer vocabulary), SQUARE (square dance timing), VIDEO/TAPE (maintain records), WEATHER (gives graphic temperature), WEIGHT (maintain ideal weight) (SSSD)357

LIBRARIAN FRED MOORE 7730 EMERSON AVE. LOS ANGELES CA 90045

PRINTER SOFTWARE COMMANDS
COMPILED by BILL PERREAU
14 CAMERON CLOSE
DONVALE. VIC. 3111
15th SEPTEMBER, 1987

There are many printer programmes around these days coded for EPSON or EPSON compatible printers. Unknowingly, you proceed to type the programme only to discover some hours later the printout is nothing like what the article described. You go through the ritual of checking your typing only to realise the programme's printer codes are NOT compatible with your printer. So much for EPSON compatible.

Wouldn't it be handy to have a WALL CHART displaying the equivalent printer software commands for most makes of printer.

Printed on the next 6 pages is the beginning of such a WALL CHART covering four popular makes of so-called EPSON compatible printers. If you have another popular make of printer different to those listed I would appreciate receiving a copy of your software commands as they are desribed in the Appendix of your PRINTER MANUAL. Better still, why not add it to ones I have listed below and pass it around.

To my knowledge SUPER 5 EN 1201, LOGITECH 5002, AMUST P88/2, and PANASONIC 1091/1201 are identical.

[Ed. Note: Below is an example of the chart that is printed out. It is printed with 160 characters per line here, but the actual formatted chart uses normal print. This file was contained on a DISK which is Melbourne Times - it has been placed in our library. It has several interesting articles in it.]

FUNCTION	SUPER 5 EN 1201	BMC 80
CHARACTER MODE		
PICA	CHR$(27);"P"	STANDARD PRINT
ELITE	CHR$(27);"M"	N/A
PROPORTIONAL ON	CHR$(27);"p"	N/A
PROPORTIONAL OFF	N/A	N/A
COMPRESSED ON	CHR$(27);CHR$(15)	CHR$(15)
	CHR$(15)	
COMPRESSED OFF	CHR$(18)	CHR$(18)
DOUBLE WIDTH 1 LINE ON	CHR$(27);CHR$(14)	
	CHR$(14)	CHR$(14)
DOUBLE WIDTH 1 LINE OFF	CHR$(20)	CHR$(20)
DOUBLE WIDTH ON	CHR$(27);"W";CHR$(1)	CHR$(27);"W";CHR$(1)
DOUBLE WIDTH OFF	CHR$(27);"W";CHR$(0)	CHR$(27);"W";CHR$(0)
SUPERSCRIPT ON	CHR$(27);"S";CHR$(0)	CHR$(27);"S";CHR$(0)
SUBSCRIPT ON	CHR$(27);"S";CHR$(1)	CHR$(27);"S";CHR$(1)
SUB/SUPERSCRIPT OFF	CHR$(27);"T"	CHR$(27);"T"
		CHR$(27);"H"
ITALIC STANDARD ON	CHR$(27);"4"	CHR$(27);"4"
ITALIC STANDARD OFF	CHR$(27);"5"	CHR$(27);"5"
ITALIC INTERNATIONAL ON	CHR$(27);"6"	N/A
ITALIC INTERNATIONAL OFF	CHR$(27);"7"	N/A
DOUBLE STRIKE ON	CHR$(27);"G"	CHR$(27);"G"
DOUBLE STRIKE OFF	CHR$(27);"H"	CHR$(27);"H"
MULTIPLE PRINT	N/A	N/A
INTERNATIONAL CHAR. SET	CHR$(27);"R";CHR$(n)	N/A
	n=0 to 10	
IBM GRAPHICS MODE I	CHR$(27);"7"	N/A
	switch 1-2 off	
IBM GRAPHICS MODE II	CHR$(27);"6"	N/A
	switch 1-2 off	
EMPHASIZED ON	CHR$(27);"E"	CHR$(27);"E"
EMPHASIZED OFF	CHR$(27);"F"	CHR$(27);"F"
NLQ ON	CHR$(27);"n"	N/A

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